

City of Green Bay
Parks, Recreation & Forestry
Department



SOFTBALL BY-LAWS

Adult Softball Leagues

www.green-bay.org

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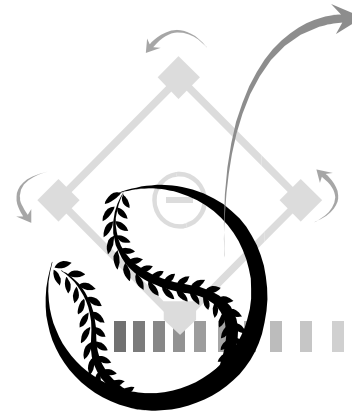




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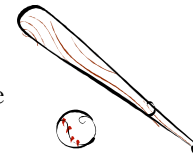
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1-ROSTER

- 1-1 All teams must have a minimum of eleven and a maximum of 16 players registered. Additional players may be added with the approval of the Recreation Supervisor.
- 1-2 **Rosters will not be limited to the number of non-residents during open registration.**
- 1-3 The last chance a player may void a contract and sign with another team will be Friday, 12 noon during the third week of league play (including practice games). Any deviation from this rule will result in the offending player being suspended until the league takes official action.
- 1-4 A participant and/or team may play in any two softball leagues, as long as they are on different nights.
- 1-5 New players may not be added to a team with **two or less games** remaining in that team's regular season schedule.


2-GAME/EQUIPMENT

- 2-1 Game times at softball fields for adult teams will be as follows:



- A. **MODIFIED FAST PITCH** - Games will be scheduled at 6:15 PM, 7:40 PM, and 9:05 PM. All games will last 1 hour and 25 minutes, provided 4 full innings have been completed.
- B. **SLOW PITCH** - Games will be scheduled at 6:15, 7:15, 8:15 and 9:15 PM. Games will last 1 hour, provided 4 full innings have been completed.

No new inning starts with five minutes or less remaining in the game in all leagues.

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- 2-2 Please submit to the field supervisor your starting line-up including full names and batting order ten minutes prior to game time. ***Do not use a player's nickname or initials.** All line-ups must match the name on the roster.

A. WOMEN'S LEAGUES

1. Modified Fast Pitch - A properly fielded team in this league is composed of nine players, however a tenth roving player will be allowed. Teams must start with eight members and will be allowed to continue with seven only if one is lost due to injury.

B. MEN'S LEAGUES

1. Modified Fast Pitch - A properly fielded team is composed of nine players; however a tenth roving player will be allowed. Teams must start with eight members and will be allowed to continue with seven only if loss is due to injury.
2. Slow Pitch - Ten players may be used per team, eight players minimum to start, and game may continue with seven only if loss is due to injury.

C. CO-ED LEAGUES

1. Ten players may be used per team, eight players minimum to start, and game may continue with seven players only if loss is due to injury.
- 2-3 Each team must supply their own equipment: bats, helmets, catcher's mask, and chest protector. **METAL CLEATS ARE NOT ALLOWED!** It is highly recommended all catchers wear full safety equipment and all batters wear a helmet when batting.
- 2-4 Bats: Only bats tagged with the Greater Green Bay approved sticker will be legal.

The City of Green Bay and DePere and the Villages of Allouez, Ashwaubenon and Howard have cooperatively implemented the ASA banned bats. All bats used in these five communities MUST be tagged with the official "Greater Green Bay" approved tag.

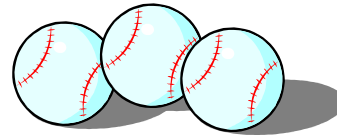
Bats not tagged will be considered illegal and not allowed. No tagging will be conducted at any ball field. Once a bat is tagged, it is considered legal in the above-mentioned communities. All bats will be required to be retagged each year. The ASA website for banned bats is www.asasoftball.com.

- If a bat is deemed illegal after the start of the season, that bat will be pulled from play immediately.
- If a bat becomes legal after the start of the season, it will remain an illegal bat until the following season.

2-5 Balls: The home and visiting teams **MUST** furnish a **NEW** ball prior to the start of the contest. Failure to supply a **NEW** approved softball before the game may result in a forfeit. **Teams will bat utilizing only the softballs they have furnished during the game.** If the ball that your team supplies becomes unusable at any time, it must be replaced with another new ball or a good, used ball, which must be approved by the field supervisor. **NOTE: Your team will only bat with the ball that you brought, therefore it is in your team's best interest to have a top quality ball.**

TOP QUALITY BALL

- 44 COR
- 375 pqi (compression)
- Leather cover
- 12" ball
- Yellow balls are preferred, but white can still be used.




2-6 Ball Use - Softballs shall be used in an alternating fashion. A ball will be continually used unless a ball is hit foul, where the second ball will be put into play. **(It will not be permitted to purposely wait for a ball that has been hit out of bounds, to be returned to the field.)**

3-GAME RULES

3-1 Use of a tenth player (rover) - The rover is allowed to play anywhere within fair territory at any time (infield or outfield).



- 3-2 Re-entry - Any of the starting players, including the "EP" may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the lineup. NOTE: The original player and the substitute(s) cannot be in the lineup at the same time.
- 3-3 Courtesy Runner - May be used in the game if both teams agree. The batter must reach first base before Courtesy Runner is allowed. The Courtesy Runner must be the player who has made the team's last out. (If a courtesy runner is used during a Co-Ed game, the courtesy runner must be the last female who made the out if they are replacing a female or the last male who made the out if they are replacing a male.) Courtesy runners are used in the event of an injured player or other physical condition, which prevents the player from running the bases. NOTE: A Courtesy Runner and a Pinch Runner are not the same. Pinch Runners must follow the re-entry rule. (A courtesy runner may not steal.)
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- 3-4 Pinch Runner – The pinch runner is a player who enters the game to run for another player and must follow the re-entry rule 7-2.
- 3-5 Pinch Hitter – The pinch hitter is a player who enters the game to hit for another player and must follow the re-entry rule 7-2.
- 3-6 Infield Fly – An infield fly should be called when a fair fly ball can be caught, with ordinary effort, by an infielder, with less than two outs and first and second bases or first, second and third bases are occupied.
- 3-7 A runner will be called out if he/she remains on his/her feet and crashes into a defensive player holding the ball and waiting to apply a tag. The runner will not be called out if there is a force out at home and he/she remains on his/her feet.
- 3-8 The EXTRA PLAYER, referred to as an "EP" is optional, but if one is used, it must be made known prior to the start of the game, and be listed on the scoring sheet in the regular batting order. If the "EP" is used, they must be used the entire game. Failure to complete the game with the "EP" results in forfeiture of the game.



- A. The "EP" must remain in the same position in the batting order for the entire game.
- B. If an "EP" is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
- C. The "EP" may be substituted for at any time, either by a pinch runner or pinch-hitter, who then becomes the "EP". The substitute must be a player who has not yet been in the game. The starting "EP" can re-enter.

3-9 A 15-run lead after 4 1/2 innings if the home team is ahead, or anytime after will constitute a complete game in all modified, slow pitch, & coed leagues.

4-FORFEIT/RAINOUTS

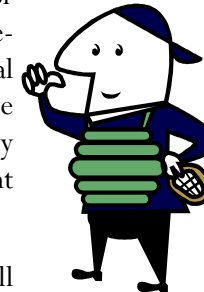
- 4-1 Games will start at the scheduled time for teams having the appropriate number of players. Failure to field a team within ten minutes after the scheduled game time will result in a FORFEIT. The length of the game will be reduced by the amount of time needed to field a team. If the game is declared a forfeit - a practice game may be played by those present. Teams that do not have enough players to start will be granted a ten-minute grace period. If the player(s) arrive during this period, the game will start at the top of the second inning with the opponents winning 5:0.
 - A. Should both teams fail to produce enough players during the ten-minute grace period, a double forfeit will be declared.
- 4-2 Rainouts - All rainout games not reaching 4 full innings will be scheduled to be played the week following the end of the season. It is our intention to reschedule a team's rainout game on their regular scheduled night of play; however games on other nights

including double-header games are possibilities. The week after the end of the season will be used to complete any additional rain-out, playoff, or position night games.


5-UMPIRES

- 5-1 All teams participating in the Green Bay Parks, Recreation & Forestry Department Adult Co-Ed, Modified and Slow Pitch Softball Leagues will be required to supply one qualified umpire for each league game played. **For leagues where one umpire is supplied by the City, home teams will be responsible for supplying an umpire for each game played.**

It will be each team's responsibility to assure the presence of their umpire. If a team does not have an umpire but has ten players available, one of those players will have to umpire. Any team that does not supply an umpire for a game will forfeit that game unless the other team agrees to furnish both umpires or play the game with only one umpire. Agreement to play needs to be resolved before official start of game. Teams abusing this rule will be prohibited from future play in the Green Bay Parks, Recreation & Forestry Department sports leagues.



- A. Games where no umpires are available will not be rescheduled. The field supervisor or umpire will make every effort to assure that the game is still played.
- 5-2 All umpires must follow the city ordinance of no drinking of intoxicating beverages or use of illegal drugs. Umpires found abusing this rule will be dismissed from his/her umpire duties and a forfeit may result for that team.
- 5-3 **Requirements for Umpires**
- A. Umpires should confer with supervisor on such vital matters as local league and ground rules so all parties virtually concerned have a thorough understanding of what the rules are.
- B. Umpires must be well versed in the rules.

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- C. Must use common sense and good judgment in applying these rules.
 - D. Umpires **must** wear a mask when umpiring behind the plate.
 - E. Respect the rights of players and fellow worker.
 - F. Know the mechanics.
 - G. Be completely impersonal and unbiased in their decisions and penalties.

5-4 Umpire Eligibility

- A. All umpires participate at their own risk! Who is eligible? Virtually anyone 18 years of age or older can officiate for your team. The Parks, Recreation & Forestry Department suggests that the person is not a member of your team, although he/she can be. The use of a player actively included in the official line-up as an umpire will not be allowed. For a player to be used as an umpire, the person must first be officially replaced or removed from the line-up to be eligible to umpire. A player who is removed from the game to become an umpire will not be allowed to re-enter into the line-up. Remember, the quality and knowledge displayed by your umpire is a reflection on your sponsor, yourself, and your teammates. Use an umpire that you can be proud of.

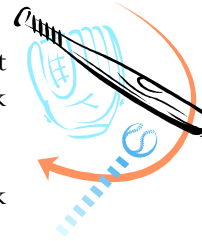
5-5 Umpire Position

- A. Umpire positions can be mutually agreed upon before the start of the game. If no agreement can be reached, the home team's umpire must umpire behind the plate for the first four innings, and the bases for the following three innings. The visiting team's umpire will umpire bases for the first four innings, and the plate the following three innings. **For leagues where one umpire is supplied by the City, the home teams umpire will take position on the bases.** The responsibilities of the umpire will be watching players who leave bases early and calling runners out or safe on 1st and 2nd bases. The home plate umpire, supplied by our department, has the right to overrule a call made by the base umpire if he/she feels the wrong call has been made.

1. Should an umpire fail to cooperate, a possible forfeit will be given to the team the umpire is representing.

6-MODIFIED FAST-PITCH

- 6-1 The pitcher must release the ball on the first forward swing of the pitching arm past the hip.
- 6-2 The ball shall not be outside the pitcher's wrist after the pitching hand passes the hip on the back swing or any time on the forward swing.
- 6-3 The pitcher may take the ball behind their back on their back swing.
- 6-4 The pitcher may not use a wind-mill or sling shot type pitch nor may the pitcher make a complete revolution in the delivery.
NOTE: A "slingshot" type pitch is defined as turning the body toward first or third base and bending the elbow during the back swing.
- 6-5 The pitcher may not have a stop or reversal of the forward motion of the pitching arm.
- 6-6 The pitcher may not continue to wind up after releasing the ball nor may the pitcher make any motion to pitch without immediately delivering the ball to the batter.
- 6-7 The pitcher must have a smooth follow-through of the pitching arm.
- 6-8 The pitcher may drop the arm to the side and to the rear before starting the backward swing.
- 6-9 The fact that the pitcher's palm is facing down is no violation.
- 6-10 The pitcher must start with two feet on the pitching mound.
- 6-11 There is no penalty for touching the hip on the forward swing.
- 6-12 Leading off and stealing bases will be allowed after the ball has left the pitcher's hand.
- 6-13 Bunting is allowed. If you show bunt, you must bunt.





7-SLOW-PITCH RULES

- 7-1 Two (2) strikes is an out; three (3) balls is a walk; two (2) fouls is an out. A batting mat will be used. If the pitcher has delivered a legal pitch, and the ball strikes any part of the "batters mat" or "home plate", before striking the ground or the batter, the pitch is declared a strike.
- 7-2 NO BUNTING.
- 7-3 NO STEALING.
- 7-4 No leading until the ball is hit.
- 7-5 Pitching: the ball must be delivered at a moderate speed under-hand, below the hip, with a perceptible arc of at least three (3) feet from the point of release before the ball reaches the plate. NO MAXIMUM ARC. A flat or illegal pitch declared by the umpire as such will result in a ball being awarded to the batter. If the batter strikes at any illegal pitch, it shall be a strike; the ball shall remain in play if hit.
- 7-6 Pitching: the pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
- 7-7 A base runner must touch home plate, not the mat, when advancing from third base.

8-CO-ED RULES

- 8-1 If a team has ten players to start a game, infield players must be made up of two females and two males. Outfield players must be made up of two females and two males. Pitcher-catcher may be one male & one female or two females.

Ex: If a team has nine players to start a game, infield players must be made up of two females and two males. Outfield players can be made up of two males or two females. Pitcher-catcher may be one male and one female or two females.

***If there are more males than females, an automatic out will be given between the two male batters.**

Ex: If a team has eight players to start a game, pitcher-catcher positions must be one male and one female.

- 8-2 Batters must alternate male-female if first batter is male, female-male if first batter is female. In the situation where there is an extra male or female (nine players), that person must bat at the bottom of the order.
- 8-3 Extra player rule for Co-Ed requires both a male and a female extra player. All twelve players must bat while any ten may play defense providing ratio of male-female defensive players remains legal. See Rule 12-1.
- 8-4 Intentional base on balls: Batter must be walked without any strikes being thrown. Ball is dead. If next batter is female she has choice to hit or walk. Once she enters the batters box and the pitcher takes the mound, she must hit. The male batter only gets 1st base, unless the female decides to walk, then the male batter gets 2nd base and the female 1st base.

9-GENERAL

- 9-1 Other than the herein stated information and rules, the leagues will be governed by the Amateur Softball Association Rules and the League Administrative Committee.

"Fresh cut grass, dragged dirt, ring of a bat, a diving catch, a blocked ball, sweating, sliding into home. Not a bad way to spend a few hours."

by Kris G.